

APPENDIX

1. (Amended) An image processing apparatus comprising:

image processing means [for realizing image processing actions to make it possible to provide special actions to a displayed object according to a player's key operations;

wherein these image processing means comprise] comprising:

prompt processing means for outputting a prompt[s corresponding to] which indirectly teaches a key operation corresponding to a special action[s of said displayed object] of a game which was never before operable during the game,; and

these] said prompt[s [relate]relating to [the] an action[s of said displayed object in order to] other than the special action and suggesting the key operation[s] to the player via[by] output means,[.]

such that the special action becomes operable for the first time in the game.

2. (Amended) The image processing apparatus, according to claim 1,

wherein said image processing means further comprises:

recognition means for recognizing key operations by said player; and

determining means for determining whether the key operations by the player match the actions of a[the] displayed object according to said prompt processing means.

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6. (Amended) The image processing apparatus, according to any of claims 1 through 3[5], wherein, when a series of operations is necessary for the key operations to realize special actions by said displayed object, each of those key operations is output in a prompt while being shown by the actions of the displayed object.

7. (Amended) An electronic game apparatus comprising the image processing apparatus according to any of claims 1 through 3[6].

8. (Amended) A video game storage medium wherein is stored a program for executing the image processing means according to any of claims 1 through 3[6].